

On the Course - Awkward Lies

Monday, March 7th - Sunday, March 13th



GAMEON

GOLF DEVELOPMENT

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Class Timetable

Class Timetable

Session Length: 60mins

Mastering the Game Focus:
Swing
Introduction to Swing

Online Whole Golfer Resource
Fit for Golf

Learning the Game Focus:
Aim of the Game
Equipment Requirements

Time	Class Content	Games / Drills / Resources
15 Mins Prior	Setup and Welcome	
5 mins	Introduction	
40 Mins	Mastering the Game	<ul style="list-style-type: none"> The aim of the game Overview of equipment
10 mins	Challenges and Recap	<ul style="list-style-type: none"> Practice stations Game cards Secondary skill : on
5 Mins	myGame Tracking	<ul style="list-style-type: none"> Iron play challenge
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> GLF Locker /Game App

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Class Timetable

Session Length:
60mins

Group Size:
1:8

Mastering the Game Focus:
On the Course
Awkward Lies

Online Whole Golfer Resource
Mind - Enjoy error full practice

Learning the Game Focus:
Rules and Etiquette
Play the ball as it lies

Time	Focus	Class Content	Games / Drills / Resource
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations Be ready to welcome participants 5 minutes before the session starts 	
5 mins	Introduction	<ul style="list-style-type: none"> Objectives - Introduce the group to awkward lies they may find in on course situations Introduce the Learning the Game and Whole Golfer focus 	<ul style="list-style-type: none"> Play the ball as it lies Swing and a miss counts as a shot!
50 Mins	Mastering the Game	<ul style="list-style-type: none"> Find some areas on the course where the group can play from tricky situations Highlight how those that practice these situations will 	
5 Mins	Recap and <i>myGame</i> Tracking	<ul style="list-style-type: none"> Add any lesson notes to the learner's Student Connect on GLF. Locker Learners should mark their attendance at the Themed Class in the myJourney section of the myGame area. Direct the learners to the online resources in the myGame area of GLF.Locker 	<ul style="list-style-type: none"> GLF. Locker <i>myGame</i> App
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> Take time after the class has finished to actively connect new learners Ensure everyone has their next playing or practice session booked, and take the opportunity to upsell private lessons to those that require additional help 	

Class Objectives



Technical Guidance

Awkward Lies

The technical guidance we are prescribing is to be delivered as you see fit, use your experience and be sure to link your technical advice to how this will help learners to enjoy playing the game.

Introduce some of the awkward lies that learners may encounter on the course, and provide guidance as to how to overcome these. Use your experience to decide which situations to cover, here are a few suggestions:

- **Ball above feet and ball below feet**
- **Playing from long grass**
- **Chipping out under trees**
- **Restricted backswing**



Learning the Game

Play the ball as it lies

Provide a brief overview of the learning the game theme and remind learners that they can access the content online to review and learn more about this topic.

The Learning the Game theme this week is about understanding that in the rules of golf the ball must be played as it lies, and that air shots still count as a stroke!

Be sure to reinforce that whilst they are learning the adapted rules we have provided them with will be enough to help them as they learn, but as they play with more golfers at the club they need to be aware of the rules of golf.



The Whole Golfer

Enjoy Error Full Practice

Provide a brief overview of the whole golfer theme and remind learners that they can access the content online to review and learn more about this topic.

The Whole Golfer theme this week is to recommend that it is beneficial to learn how to enjoy error full practice. This means understanding that for each attempt that the learners make that doesn't go to plan is helping them to learn how to deliver the skill effectively.

The purpose of learning how to play shots from awkward lies is due to the fact that all golfers hit the ball into awkward positions. It is a fundamental part of the game, and to start off with an understanding that this is part of the challenge will benefit your learners greatly.



Course Play Layout and Setup

The graphic opposite provides an example image of how we suggest you manage your group on the course so that the course play activity can be delivered in a safe, fun and engaging manner:

- Choose a place on the hole where you can discuss and demonstrate each awkward lie
- Allow learners the opportunity to practice the different shots if you are able to do this safely on the course
- Encourage your learners to play regularly so they can practice these shots and play them competently out on the course

